CLAIMS

In the Claims:

In accordance with 37 CFR 1.121, Applicants submit the following set of all pending claims.

Interactive Video System Claims

1. (Currently Amended) A method of presenting interactive video entertainment, comprising:

providing plural viewing channels;

providing plural transmission channels;

on certain of said viewing channels, providing television programs;

on at least one of said viewing channels, providing interactive video entertainment;

when switching away from an interactive video entertainment viewing channel transmitted on a first transmitting channel, storing ~~state information~~ at least one data record associated with said interactive video entertainment viewing channel; and

when thereafter switching back to said interactive video entertainment channel, restoring ~~said state~~ video interruption point information associated with the at least one data record and resuming transmission over a second transmission channel, wherein said transmission channels refer to frequencies used to relay programming to clients.

2. (Currently Amended) The method of claim 1, wherein the ~~state information~~ at least one data record includes a pointer associated with a point at which the interactive video entertainment was interrupted when switching away from the interactive video entertainment viewing channel.

3. (Currently Amended) The method of claim 2, wherein the ~~state information~~ at least one data record is used to resume transmission of the interactive video entertainment from substantially the point of interruption.

4. (Original) The method of claim 2 in which the interactive video entertainment is presented for display at a client terminal, and the method includes storing said pointer in a store at the client terminal.

5. (Original) The method of claim 2 in which the interactive video entertainment is provided to a client terminal from a video infrastructure, and the method includes storing said pointer in a store in the video infrastructure, remote from the client terminal.

6. (Currently Amended) The method of claim I further comprising:
switching between said viewing channels using a remote control device.

7. (Currently Amended) The method of claim 1, further comprising:
using a remote control device in conjunction with an on-screen electronic programming guide to browse said plural viewing channels; and
selecting a viewing channel providing the interactive video entertainment.

8. (Deleted)

9. (Original) The method of claim 1 further comprising:
viewing e-mail while switched away from said interactive video entertainment.

10. (Currently Amended) The method of claim 9, wherein the ~~state information~~ at least one data record includes a pointer associated with a point at which the interactive video entertainment was interrupted when switching away from the interactive video entertainment channel and upon switching back to said interactive video entertainment channel, resuming the interactive video entertainment at the point of interruption without a start request.

11. (Currently Amended) The method of claim 1, wherein said interactive video entertainment further comprises a screen, and wherein the screen is overscanned.

12. (Original) The method of claim 1, further comprising:

providing an on-screen user interface with plural controls for the user to interact with said interactive video entertainment channel.

13. (Original) The method of claim 1, further comprising:

receiving a downloaded software control package in response to selecting a specific interactive content on the interactive video entertainment channel; and

providing an on-screen user interface with plural controls associated with said specific interactive content.

14. (Original) The method of claim 13, wherein said specific interactive content is a multi-user interactive content.

15. (Currently Amended) A computer-readable storage medium having stored thereon computer executable instructions for performing a method of presenting an on-demand video, the method comprising:

defining plural viewing channels;

on certain of said channels, providing television programs;

on at least one of said channels, displaying the on-demand video; the on-demand video being transported over a first transmission frequency;

switching away from the channel displaying the on-demand video to another of the plural viewing channels and storing ~~state information~~ at least one data record associated with a point of interruption of the on-demand video; and

when thereafter switching back to the channel displaying the on-demand video, restoring playback resumption information ~~said state information~~ associated with the at least one data record to display the on-demand video from substantially the point of interruption, said on-demand video being transported over a transmission frequency different from said first transmission frequency.

16. (Currently Amended) A system for presenting video entertainment, the system comprising:

means for receiving a composite signal comprising television channels and at least one interactive video entertainment channel;

means for switching between said channels;

means for displaying said channels; and

means for storing state information associated with said interactive video entertainment channel;

wherein, after switching back to said interactive video entertainment channel after switching away, if less than a predetermined time has elapsed then said state information is used to resume an earlier-commenced activity on said interactive video entertainment channel from a point of interruption;

and wherein the resumption of the earlier-commenced activity occurs without further user input.

17. (Currently Amended) A method of presenting interactive video entertainment comprising:

receiving a composite signal comprising plural viewing channels;

on certain of said channels, providing broadcast programs;

on at least one of said channels, providing interactive video entertainment;

displaying a real time broadcast program, in response to a switching input received from a remote control;

~~recording~~ compressing and saving the real time broadcast program in a ~~memory device~~ circular buffer in response to receiving a delay input from the remote control; and

decompressing and displaying the recorded real time broadcast program from the ~~memory device~~ circular buffer while simultaneously continuing to ~~record~~ compress and save the real time broadcast program in the ~~memory device~~ circular buffer, in response to receiving a resume input from the remote control.

18. (Original) The method of claim 17, which includes listing the copied real time broadcast program in an electronic programming guide.

19. (New) A computer readable medium comprising executable instructions for performing a method comprising:

receiving a composite signal;

displaying a program received on the composite signal;

displaying a user interface to control the program display, the user interface comprising a delay control and a resume control;

receiving actuation of the delay control via the user interface, and in response to the delay control actuation,

persisting the user interface on screen with the resume control highlighted,

delaying display of the program, and

compressing and saving the program to a circular buffer as it is received; and

receiving actuation of the resume control via the user interface, and in response to the resume actuation,

decompressing and resuming display of the program as saved in the circular buffer from a time of delay actuation.

20. (New) The computer readable medium of claim 19 further comprising executable instructions for decompressing and resuming display of the program as saved in the circular buffer from the time of delay actuation, while continuing to compress and save the program to the circular buffer as it is received.

21. (New) The computer readable medium of claim 19 wherein the program is chosen from among a list comprising video on demand and broadcast television.